

KINGS OF THE BEACH™

PROFESSIONAL BEACH VOLLEYBALL

LCD VIDEO GAME

1 THE KINGS OF THE BEACH™ STORY

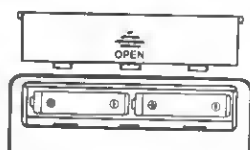
This is not just another day at the beach. Sand, surf, and sun are not enough — it's time for volleyball. You will play with and against the Kings of the Beach™, the best in the sport. If you win the tournament, you will take your place among the greatest Kings of the Beach™.

However, the path to the top will not be easy. But fear not. Your game is equipped with three modes. One mode, of course, are the games themselves. Another mode is specially designed to give you practice with your "spike" shot. The third mode is to give you practice with your "bump" shot. Without mastering your shots, you simply won't become a King. Instead you'll suffer the fate of so many who have come before you — you'll have your nose rubbed in the sand by the bullies of the "spike" and "bump" — the Kings of the Beach™.

2 INSERTING THE BATTERIES

To insert the battery, remove the battery compartment cover at the back of the game (To remove cover push in direction of the arrow.)

Insert two "AA" batteries, UM-3 or equivalent (not included), making sure to align "+" and "-" as shown.



After battery insertion, the ACL switch may be pushed only if the game doesn't work properly. (Use a ball-point pen.) The display should appear as in the diagram below.



3 CAUTION



High temperatures will destroy the unit. Do not leave unit in direct sunlight.



Do not press the liquid crystal display screen and avoid heavy shock or the display may fail.



Do not use a pencil or pin to press the ACL switch. Use a ball-point pen.



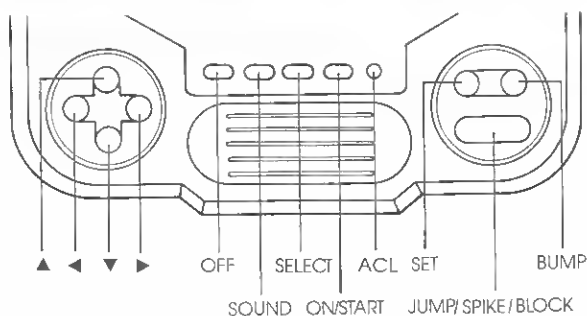
Clean only with a piece of soft dry cloth.

Replace batteries at the first sign of erratic operation.

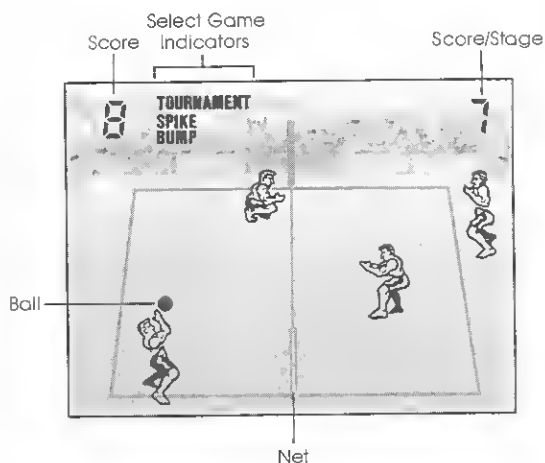
4 THE OBJECT OF THE GAME

There are actually three games in one! Two of the games make you a better player in the third game. One game gives you practice on your "spike" shot. A second game gives you practice on your "bump" shot. The third game is tournament play—where you will need all your skill at spiking and bumping to win games.

Each tournament game is played to 15. You don't have to win by two points. Once you score 15 points — and win a game, you proceed to the next level in the tournament. When you advance all the way to level 9 and win there, you win the tournament, and are the best of the Kings of the Beach™.



| | |
|------------------|---|
| On/Start | To turn on the unit. To start each game. |
| Select | To select your choice of three games, Spike, Bump, or Tournament. |
| Sound | Controls sound; on or off. |
| Off | To turn off the unit. |
| Jump/Spike/Block | To jump up. To smash the ball (on offense). To block the ball (on defense). |
| Bump | To hit the ball to opponent side. To serve (after "Set"). |
| Set | To start the serve (tossing ball up) For offensive set. |
| ▲ | To move left. |
| ▼ | To move right. |
| ► | To move forward. |
| ◄ | To move backward. |



6 FEATURES

- 3 game modes to choose from.
- 9 levels of tournament play.
- Your own computer teammate.
- Sound on/off.
- Auto power shut-off.

7 GAME SUMMARY

You have 3 games to choose from—two practice games to improve your skills, and the **THIRD** game is actual tournament play.

One practice game helps you improve your ability to “**SPIKE**”. The other practice game improves your ability to “**BUMP**”. You’ll have to “**SPIKE**” and “**BUMP**” effectively to win at tournament play.

SPIKE AND BUMP:

In the “Spike” and “Bump” practice games, you are given 15 practice shots. If you need more practice, simply press “**ON/START**” again for another 15 practice shots.

TOURNAMENT PLAY:

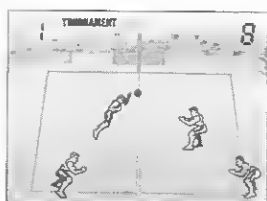
In tournament play, it’s two-on-two volleyball. You control your own player, and you have a computer controlled teammate. Both players on the team against you are computer controlled. The first team to reach 15 points wins. You **DON’T** have to win by 2 points.

SIDEOUT RULES APPLY:

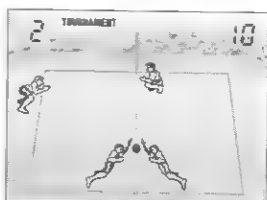
In tournament play, “Sideout” rules apply. Only the team serving can score points. If the ball touches the ground on your opponent’s court, or if your opponent hits the ball out of bounds, you win the rally. If you served, you get a point and continue serving.

If you didn’t serve the ball but your team won the rally, a “Sideout” occurs. Neither team gets a point, but your team is awarded the serve. **REMEMBER—YOU HAVE TO BE THE SERVING TEAM TO SCORE POINTS!**

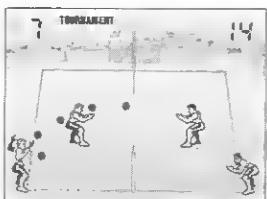
Each team is allowed to touch the ball up to three times before sending it back over the net.



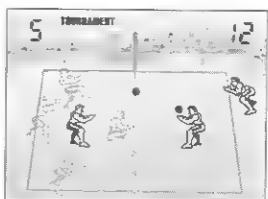
Press "Jump/Spike/Block" to smash the ball on offense.



Press "Jump/Spike/Block" to block the ball on defense.



To serve, first press the "Set" button, and then press the "Bump" button.



Use the directional keys to move your player right, left, forward, and backward. Remember, your player is the flashing player.

8 HOW TO PLAY

Press "ON/START" to turn on the unit. A simple "ON" beep is heard, and the game selection is Tournament play.

By pressing the "SELECT" button, you can choose a different game mode. There are three games to choose from: Tournament play, Spike practice, or Bump practice.

After selecting one of the three game modes, press "ON/START" button again to start the game.

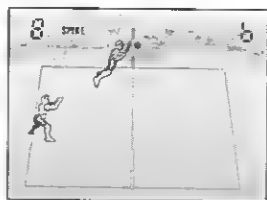
SPIKE PRACTICE:

After you use the "SELECT" button to choose this game, press "ON/START" to start the spiking lesson. For each practice lesson, there are up to 15 balls.

Your teammate (He's your coach in this game mode) will set up the ball for you each time in different positions. After he sets you up, smash it! You smash it by pressing the "JUMP/SPIKE/BLOCK" button. Use the DIRECTIONAL buttons to move into position to hit.

The number in the left hand corner tells you how many attempted spikes you have tried. The number in the right hand corner tells you how many of these were successfully smashed.

After hitting 15 spikes, press "ON/START" again to hit another 15 practice shots, or press "SELECT" to exit this game.



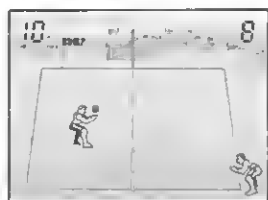
BUMP PRACTICE:

After you use the "SELECT" button to choose this game, press "ON/START" to start the bumping lesson. For each practice lesson, there are up to 15 balls.

Your teammate (He's your coach in this game mode) will serve the balls to you. After he serves to you, bump the ball back to him! You bump by pressing the "BUMP" button. Use the DIRECTIONAL buttons to move into position to hit.

The number in the left hand corner tells you how many attempted bumps you have tried. The number in the right hand corner tells you how many of these were successfully bumped.

After hitting 15 bumps, press "ON/START" again to hit another 15 practice shots, or press "SELECT" to exit this game.



TOURNAMENT PLAY:

When you turn on your unit, it automatically begins at tournament play. If you have used the "SELECT" button to switch out of tournament play, press "SELECT" until it returns to the tournament mode.

In the tournament mode, you will experience two-on-two volleyball at its best. Your two opponents and your teammate are computer controlled. Your player is controlled only by you! Your player is the flashing player.

Once you have selected tournament play, press the "ON/START" button again to begin the game. Game 1 will appear for about 2 seconds in the upper right hand corner. You always begin at Game 1. There are 9 games in tournament play. You must win each game in order to advance to the next game. If you win all 9 games, you are the greatest of all the Kings of the Beach™, and you have won the match!

As explained in the Game Summary, it takes 15 points to win each game, and you DON'T have to win a game by two points.

Don't forget that "Sideout" rules apply:

Only the serving team scores points. When you win a rally, and are serving you get a point and continue serving. If you win a rally when the other team was serving, no point is scored for either side, but you gain the serve. If you lose a rally, when serving, the serve goes back to the other side. If the other side is serving and wins the rally, they gain the point.

If the opponent hits the ball out of bounds or if the ball falls to the ground on their side of the net, you win the rally. Of course, if you hit it out or the ball lands on the ground on your side, then the opponent wins the rally. Each team is allowed to touch the ball up to THREE times before sending it back over the net. NO PLAYER IS ALLOWED TO TOUCH THE BALL TWICE IN A ROW.

SERVING:

When you're serving, first press the "SET" button, and then press the "BUMP" button to hit the ball over the net!

OFFENSIVE PLAY:

Press "SET" to set up your teammate for a shot.

Press "JUMP/SPIKE/BLOCK" to smash the ball.

Press "BUMP" to hit the ball to the opponent side

DEFENSIVE PLAY:

Press "JUMP/SPIKE/BLOCK" to block the ball.

POSITIONING:

You can't hit a ball you can't reach. You can reach the ball by using the directional buttons to move yourself into proper hitting position!

SCORING:

Each time you score a point, it's registered in the upper left hand corner of the screen. When the opponent scores, their score is shown in the upper right hand corner.

ADVANCING:

Every time you score 15 points, you win a match. The game pauses after each match. Press "ON/START" to begin the next match. If you win all 9 matches, you win the game and you and your teammate are the Kings of the Beach™! If you lose a game, then GAME OVER will appear. Press "ON/START" to play again — but you have to start over at the first level of play.

If you feel you need some additional practice, press SELECT after GAME OVER to enter your choice of the practice games — either "SPIKE" or "BUMP".

If you wish to play in silence, press the "SOUND" button. Press "SOUND" button again to regain sound.

Whenever you're tired of playing — perhaps too much sun in your eyes or sand in your hair — press "OFF" to shut off the unit.

Don't worry in case you get sunstroke and forget to turn off the unit, the unit automatically shuts itself off in about three minutes when it's not in use.

9 DEFECT OR DAMAGE

If a part of your game is damaged or something has been left out, DO NOT RETURN THE GAME TO THE STORE. The store doesn't have replacement parts. Instead, write to us at:

TIGER ELECTRONIC TOYS REPAIR CENTER

980 Woodlands Parkway

Vernon Hills, Illinois 60061, U.S.A.

In your note, mention the name of your game, the game's model number, and tell us briefly what is the problem. Also include sales slip, date and place of purchase and price paid. We will do our best to help.

Tiger Electronic Toys warrants to the original consumer purchaser of any of its electronic games that the product will be free of defects in material or workmanship for 90 days from date of purchase.

During this 90-day warranty period the game will either be repaired or it will be replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date of purchase, or when returned prepaid and insured with proof of date of purchase to Tiger Electronic Toys, 980 Woodlands Parkway, Vernon Hills, Illinois 60061, U.S.A.

Units returned without proof of the date of purchase, or units returned after the 90-day warranty period has expired, will be repaired or replaced (at our option) for a service charge of US\$12.00. Payment must be made by check or money order. This non-warranty service will only be available for one year from the date of purchase. All non-warranty units must be returned postage paid and insured to TIGER ELECTRONIC TOYS, REPAIR CENTER, 980 WOODLANDS PARKWAY, VERNON HILLS, ILLINOIS 60061, U.S.A.

Tiger Electronic Toys will not be liable for loss of use of the product or other incidental or consequential costs, expenses, or damages incurred by the purchaser. Any implied warranties are limited in duration to the 90-day period from the original date of purchase.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state so the foregoing limitations may not apply to you. This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship.

HOW TO GET SERVICE FROM THE TIGER ELECTRONIC TOYS REPAIR CENTER ON YOUR ELECTRONIC GAME DURING AND AFTER THE 90-DAY WARRANTY PERIOD. During the 90-day warranty period, you may have a defective game replaced at the dealer from which it was purchased. If, however, during the 90-day warranty period, you choose to obtain repair or replacement from the Tiger Electronic Toys Repair Center, please make the arrangements described below:

- 1) Pack the game carefully in the original box. If the game box is not available, use a good carton with plenty of newspaper, styrofoam or other padding all around and tie it securely.
- 2) Carefully print on the box or carton the following name and address:
TIGER ELECTRONIC TOYS,
REPAIR CENTER
980 Woodlands Parkway,
Vernon Hills, Illinois 60061, U.S.A.
Also, don't forget to show your return address.
- 3) Put parcel post stamps on the package; insure the package then mail.

After the 90-day warranty period and up to one year from the date of purchase, do all of the above PLUS enclose your check or money order for US\$12.00 payment for the repair service.

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